

3.8.2.6 TROUBLESHOOTING (CARD READER/WRITER)

* Card Reader/Writer Trouble

When a card reader/writer failure is detected while the game is in progress, the error type is shown on the screen. Take the appropriate error according to the actions listed below.

The game board of this product backs up the data only when the card reader/writer detects a trouble DURING OPERATION and the Error Screen displays. However, no written data is backed up in the following case:

- An action deemed to be illegal was detected while the game or write was in operation.

If backed up data remains when the power is turned on, the Check Card Reader/Writer Screen will be replaced with the Save Data screen. The backed up data is cleared in the following cases:

- After an action was taken against a trouble, normal write ended.
- The backed up data was cleared in the Game Test Mode.
- Data save taking place at power-on time was cancelled, and the succeeding game ended.

Error	Error condition	Action
"CONNECTION ERROR"	Reader/Writer Communication Error	Check the connection cables and then turn on the power again.
"MECHANIC ERROR1"	DC Motor/Encoder Error	Check the connection cables and then turn on the power again.(Note 1)
"MECHANIC ERROR2"	Thermal Head Elevation Error	Check the connection cables and then turn on the power again.(Note 1)
"CARD STUFFED"	Card Jamming	Remove the card jam.(Note 2)
"MECHANIC ERROR3"	Abnormal Temperature of Thermal Head	Check the connection cables and then turn on the power again.(Note 1)
"CARD EMPTY"	Hopper Card Not Found	Supply cards to the hopper.(Note 2)
"DRAW CARD ERROR"	Error in Taking Out from the Hopper	Remove the card jam and check the hopper.(Note 2)
"CAN'T SAVE"	No Data Can Be Written onto the Card	(Note 3)
"UNKNOWN ERROR"	Error Other Than Above	Check the connection cables and then turn on the power again.
"SCIF ERROR"	SCIF Error	Check the connection cables.

Note 1: If this error reappears frequently, the card reader/writer body may be faulty.

Note 2: After the action has been taken, press the Start button before you follow the instructions on the error screen. Now you can return to the game.

Note 3: If the same error repeats again and again, clean the card reader/writer. If no data can still be written, the card reader/writer body may be faulty.

* Without entering the Test Mode, turn on the power, again, to the cabinet if the following is included in the "Action" column in the above table: "turn on the power again."

* If the error is not included in the "Error" column in the above table, merely turn on the power again.

If no improvements result from the appropriate action listed in this document, contact one of the contact points listed in this document or the dealer from which you purchased the product.

3.8.3 BRAKE & ACCELERATOR



IMPORTANT!

- Maintenance must only be carried out by Qualified Service Personnel. Ensure that the mains power is switch OFF and disconnected before attempting any work.

If the brake or accelerator operation becomes unsatisfactory, the VR installation position may require adjustment or the VR need replacing. Also be sure to apply grease to all moving parts every 3 months.

3.8.3.1 ADJUSTING THE VR



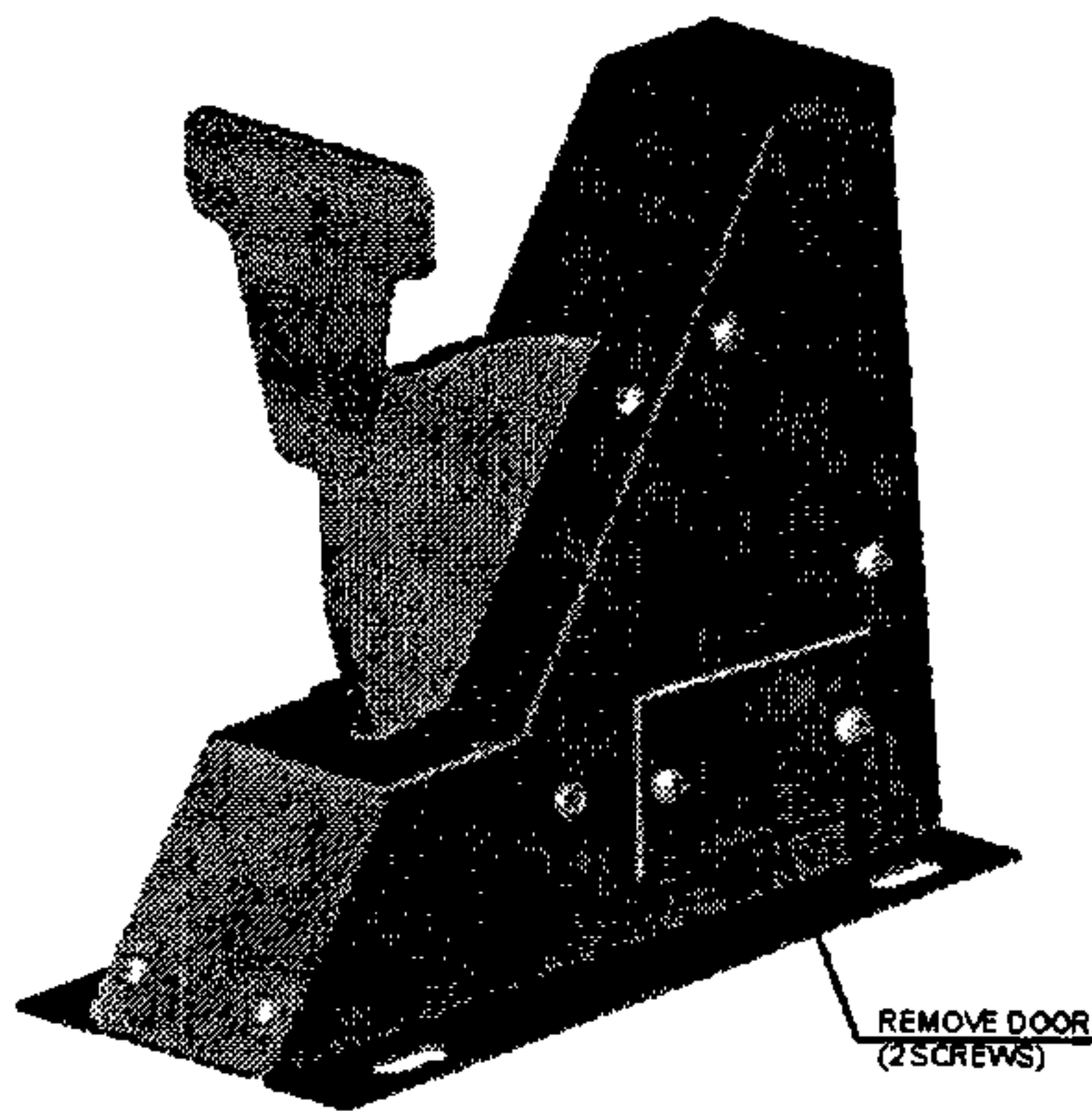
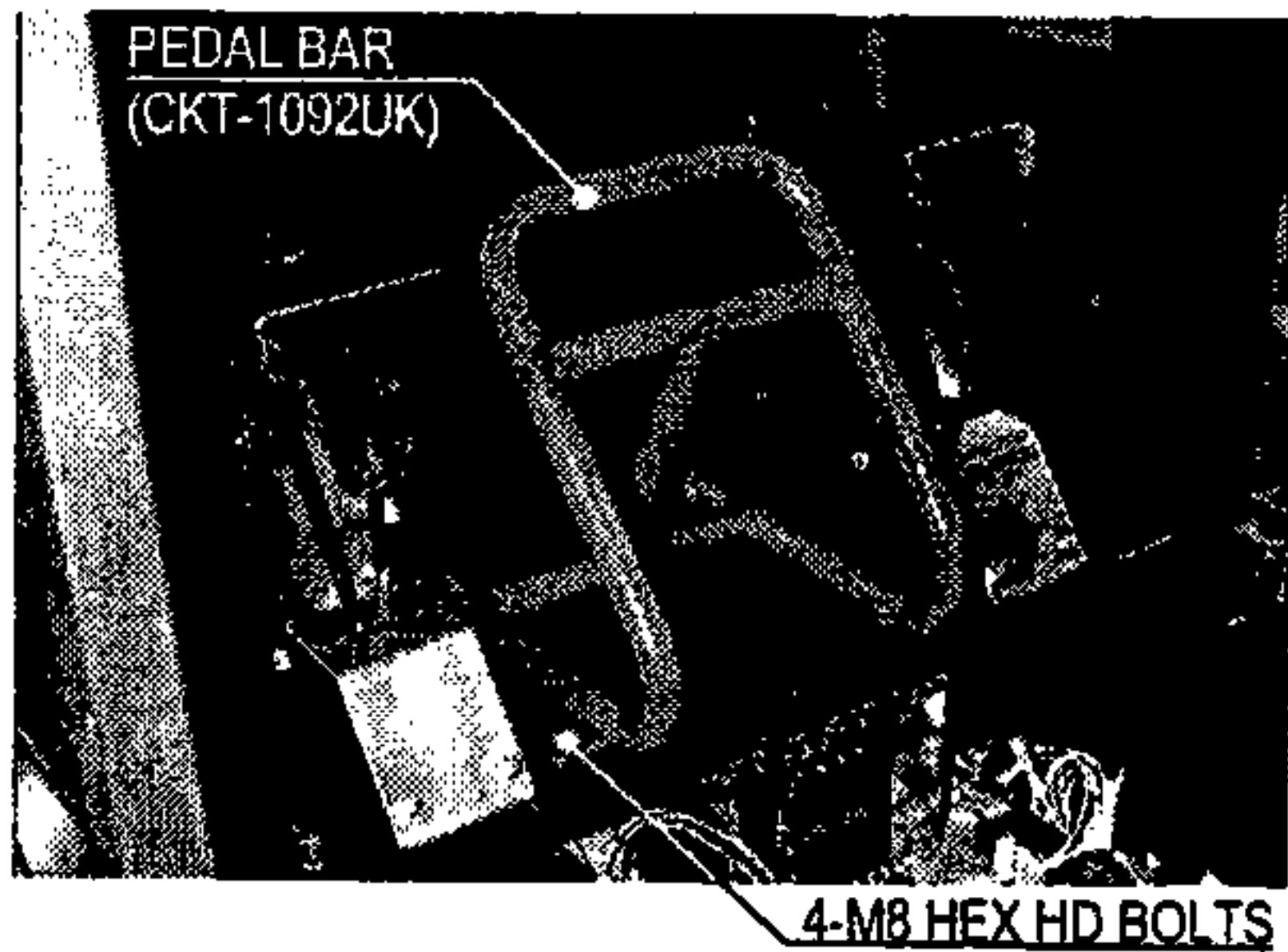
CAUTION!



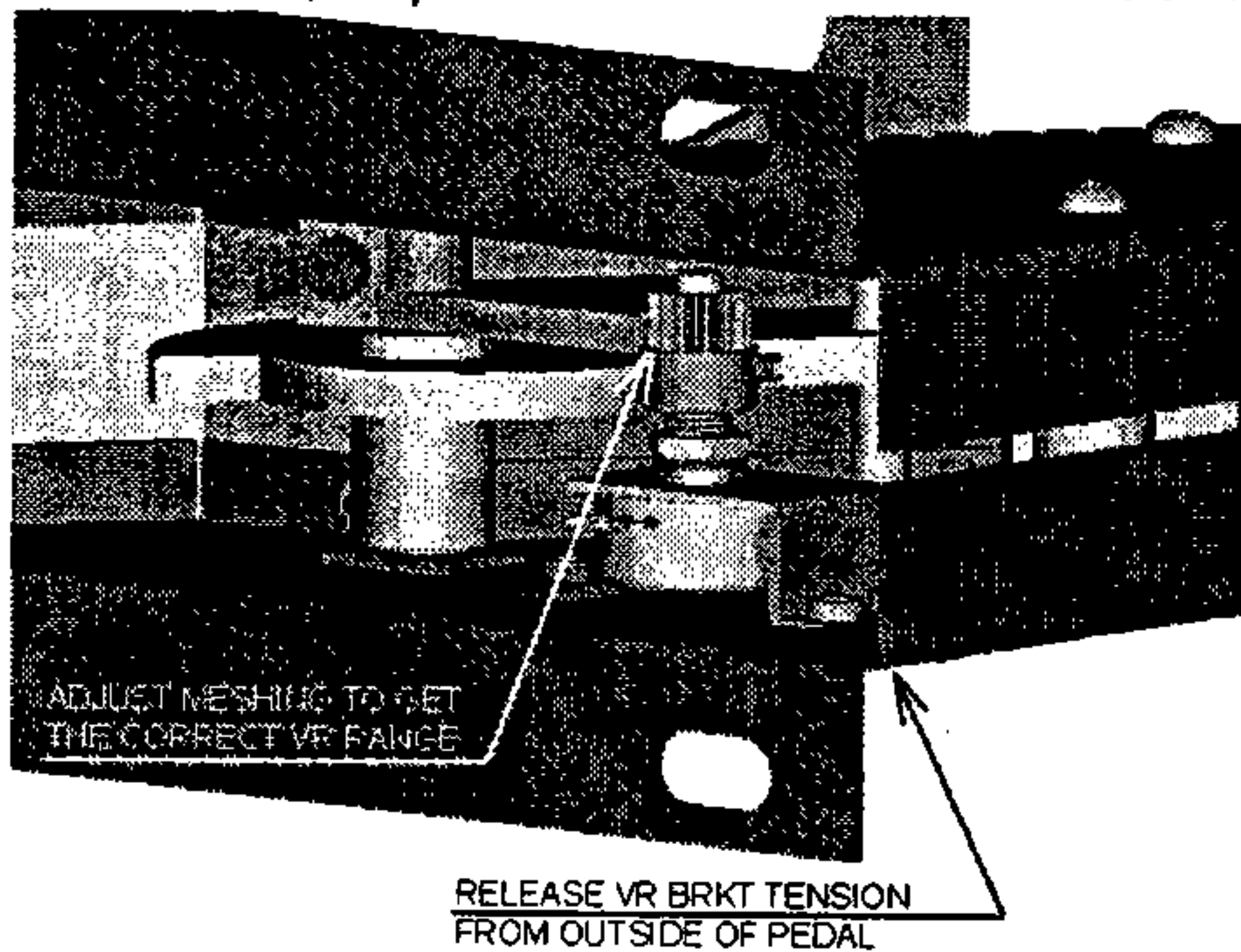
IMPORTANT!

- Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit.
- After the replacement or adjustment of the VR be sure to set the values in the INPUT TEST.

The Brake and Accelerator pedals are identical units, therefore these procedures apply to either pedal.



1. Remove the PEDAL BAR (CKT-1092UK) to allow access to each side of each of the pedals (4-M8 bolt).
2. Remove the Service Lid from the right hand side of the pedal (two M4 tamperproof screws).
3. Loosen the two M4 machine screws on the left hand side of the pedal to loosen the VR bracket.
4. Move the VR bracket away so as to disengage the VR
5. Gently rotate the VR until its value is within the range of the centering position.
6. Mesh the gears together. Make sure that a correct amount of backlash is maintained.
7. If the required values are achieved, retighten the two machine screws and replace the service lid. If these values cannot be achieved, replace the VR as detailed in the next section.



The required values are:

	PEDAL FULLY RELEASED		PEDAL FULLY DEPRESSED
ACC. PEDAL:	Under 30H	⇒	Over C0H
BRAKE PEDAL:	Under 30H	⇒	Over C0H

3.8.3.2 REPLACING THE VR

1. Ensure power to the machine is switched OFF.
2. Loosen the VR bracket as detailed previously. Remove the two screws.
3. Carefully pull the VR assembly through the service hole, to gain access to the VR terminals.
4. Using a hexagon key, loosen the grub screw holding the VR gear onto the VR.
5. Remove the VR gear.
6. Using a spanner, remove the nut holding the VR in position. Remove the VR from its bracket.
7. De-solder the leads from the VR, noting the colours of the wires attached to each terminal.
8. Solder the leads to the new VR in the same orientation as before.
9. Refit the VR to its bracket, and fix to the machine in reverse order of removal.
10. When complete, readjust the VR in accordance with the paragraph above.

3.8.3.3 GREASING

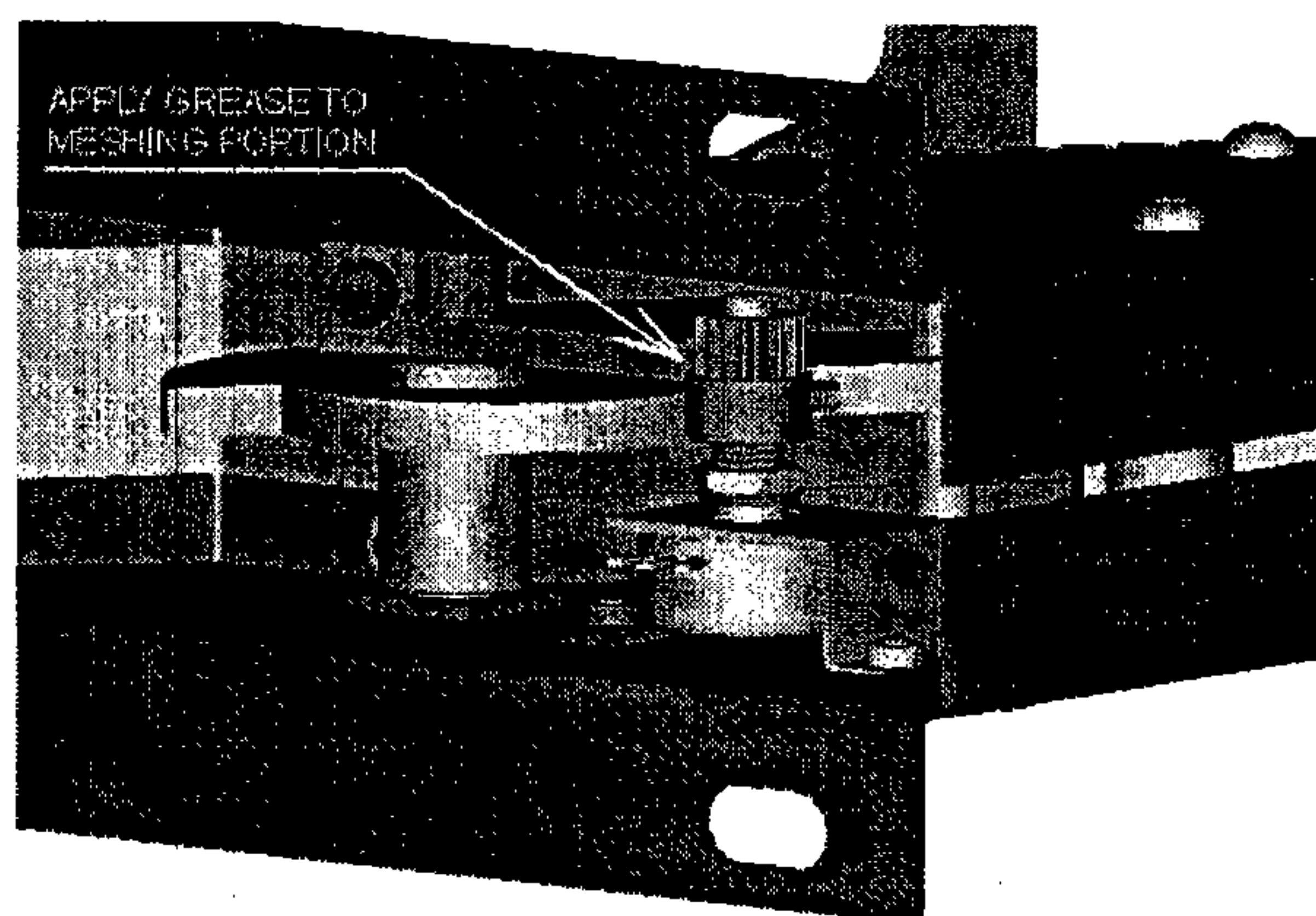


IMPORTANT!

- Be sure to use a good quality, synthetic lubricant. Using a mineral-based lubricant will cause damage to the plastic parts. An aerosol grease with a long tube nozzle will make access easier.
- Do not apply lubricant to parts other than those specified. Doing so may cause damage or deterioration of parts.

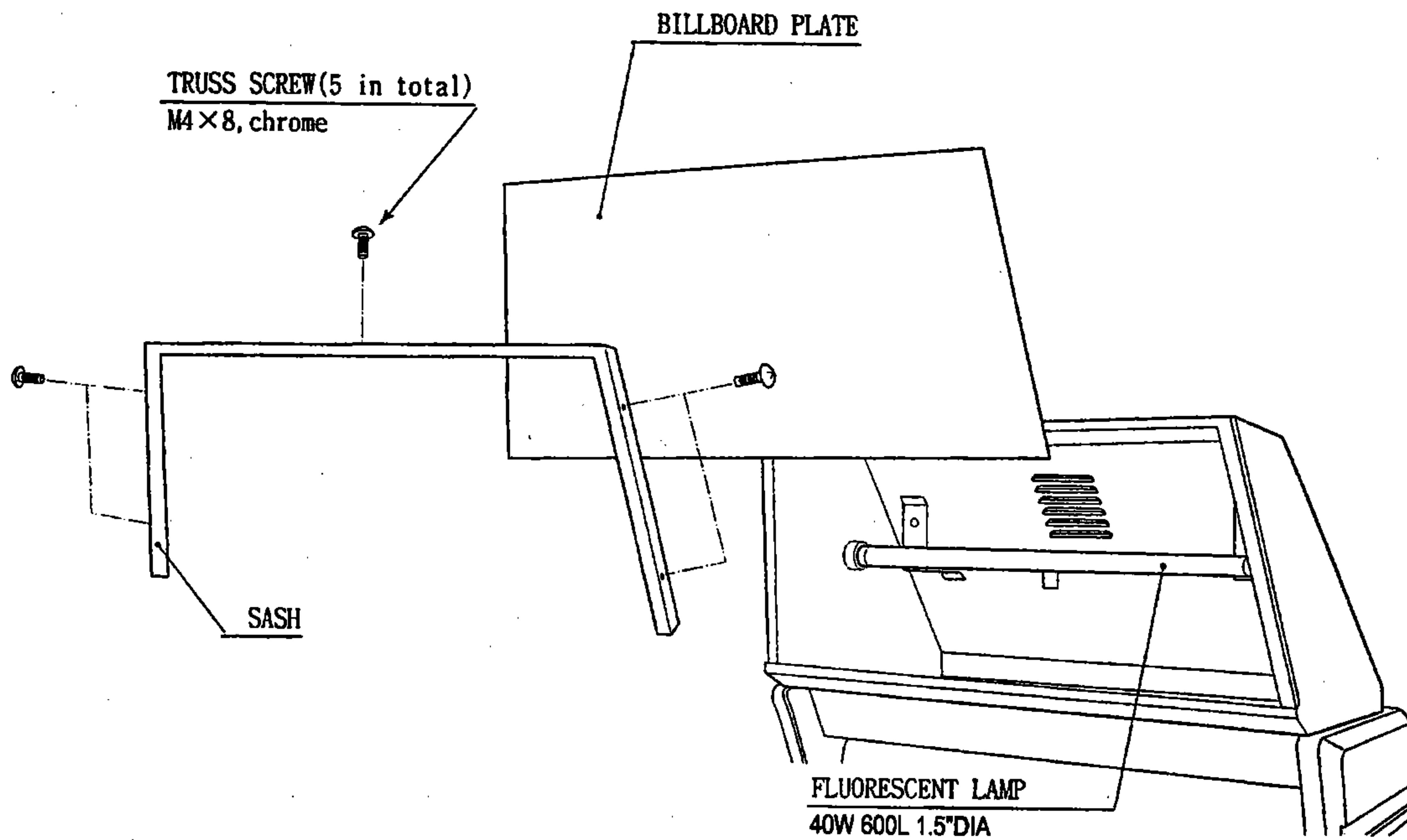
Apply lubricant to gear mesh portions once every 3 months.

1. Remove the Service Lid as detailed previously.
2. Apply grease to the gear teeth, and to the return spring on the pedal shaft.
3. Refit the PEDAL BAR if removed.



3.8.4 FLUORESCENT LAMP REPLACEMENT

1. Remove the M4 Truss Screws to remove the Sash.
2. To remove the Fluorescent Lamp, first remove both end connectors. Then withdraw the Lamp from the two clips, using care to avoid breakage.
3. Replacement of Lamp is in reverse order of removal.



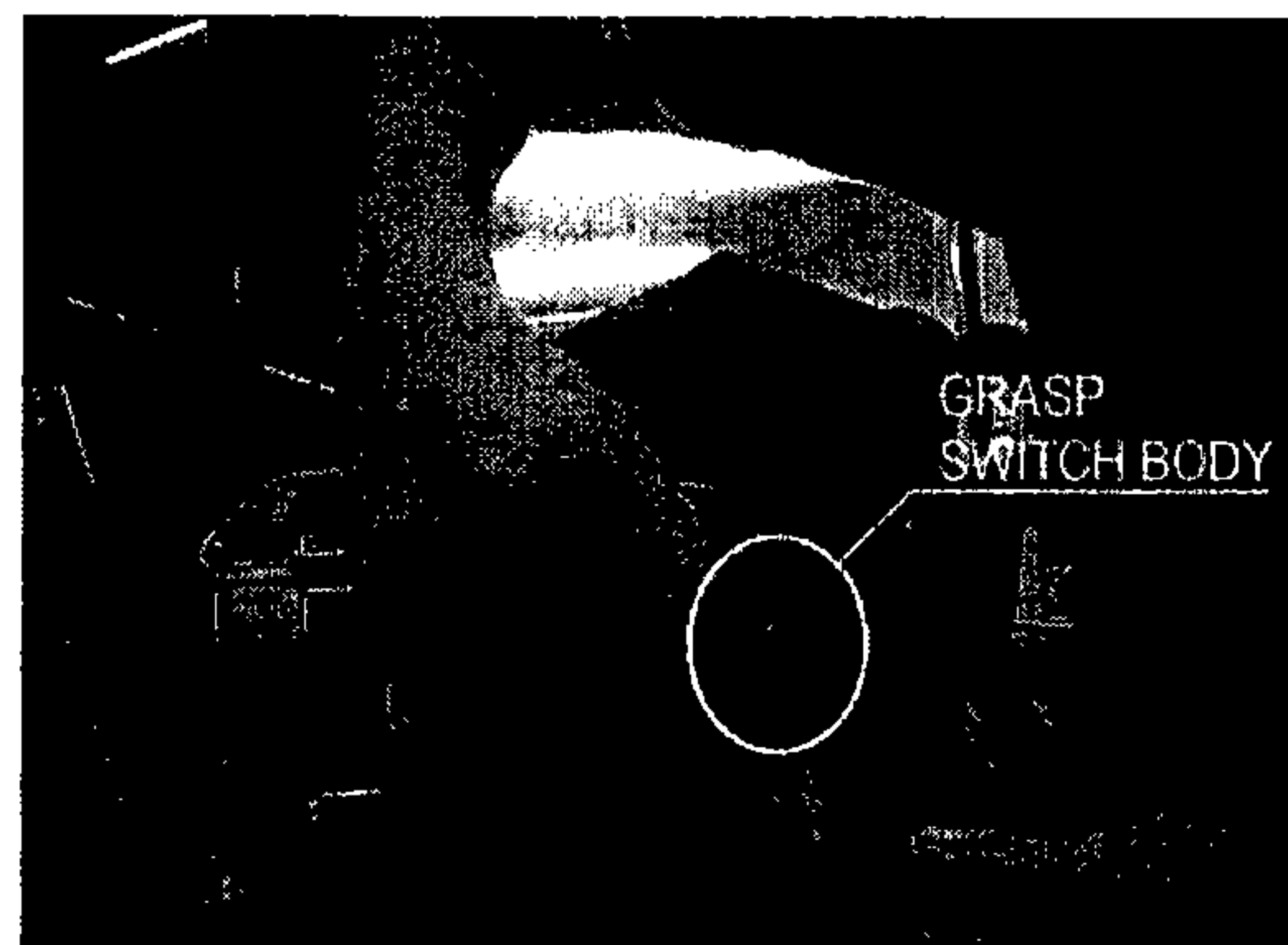
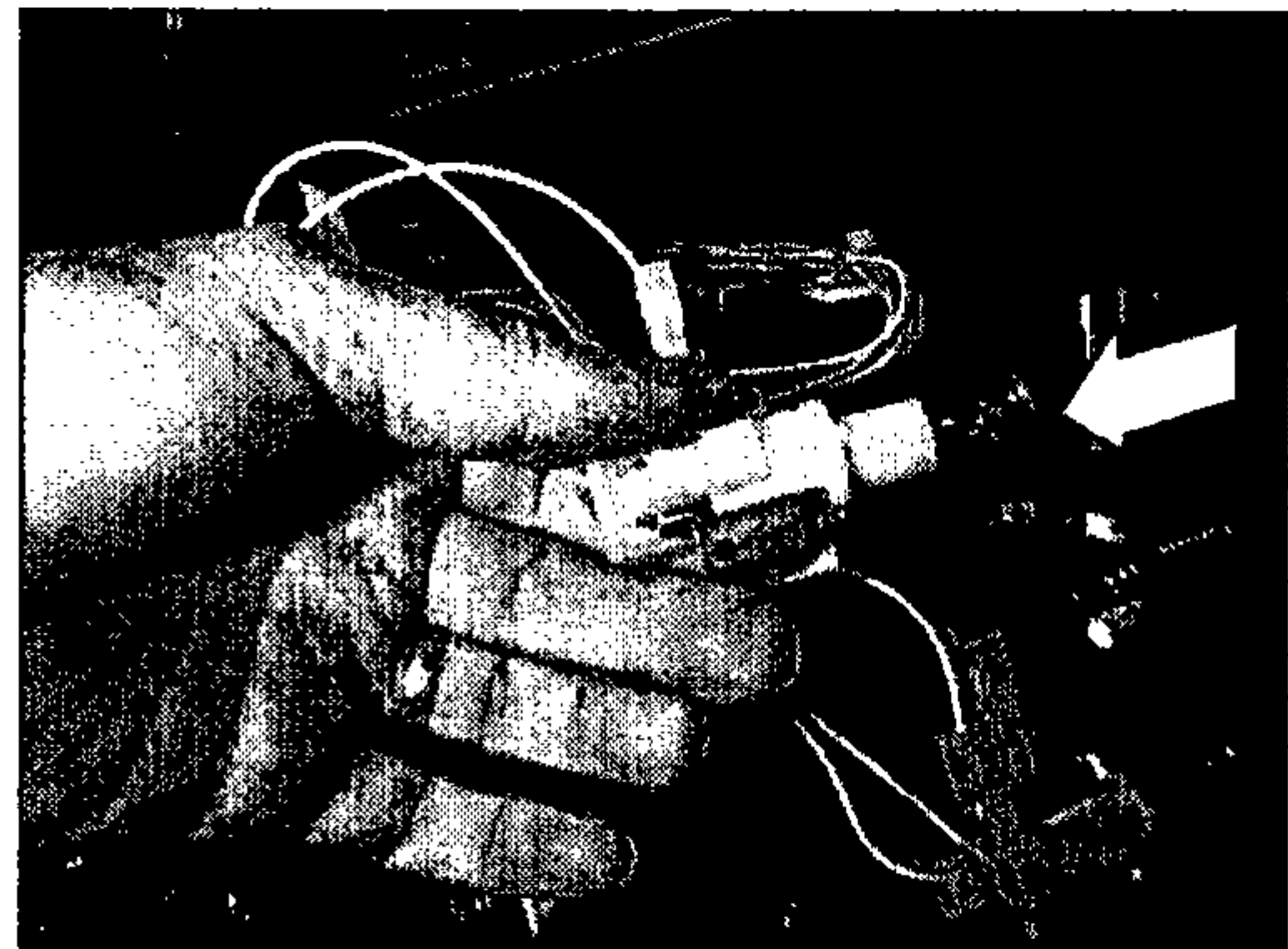
3.8.5 START/VIEW CHANGE BUTTON LAMP REPLACEMENT



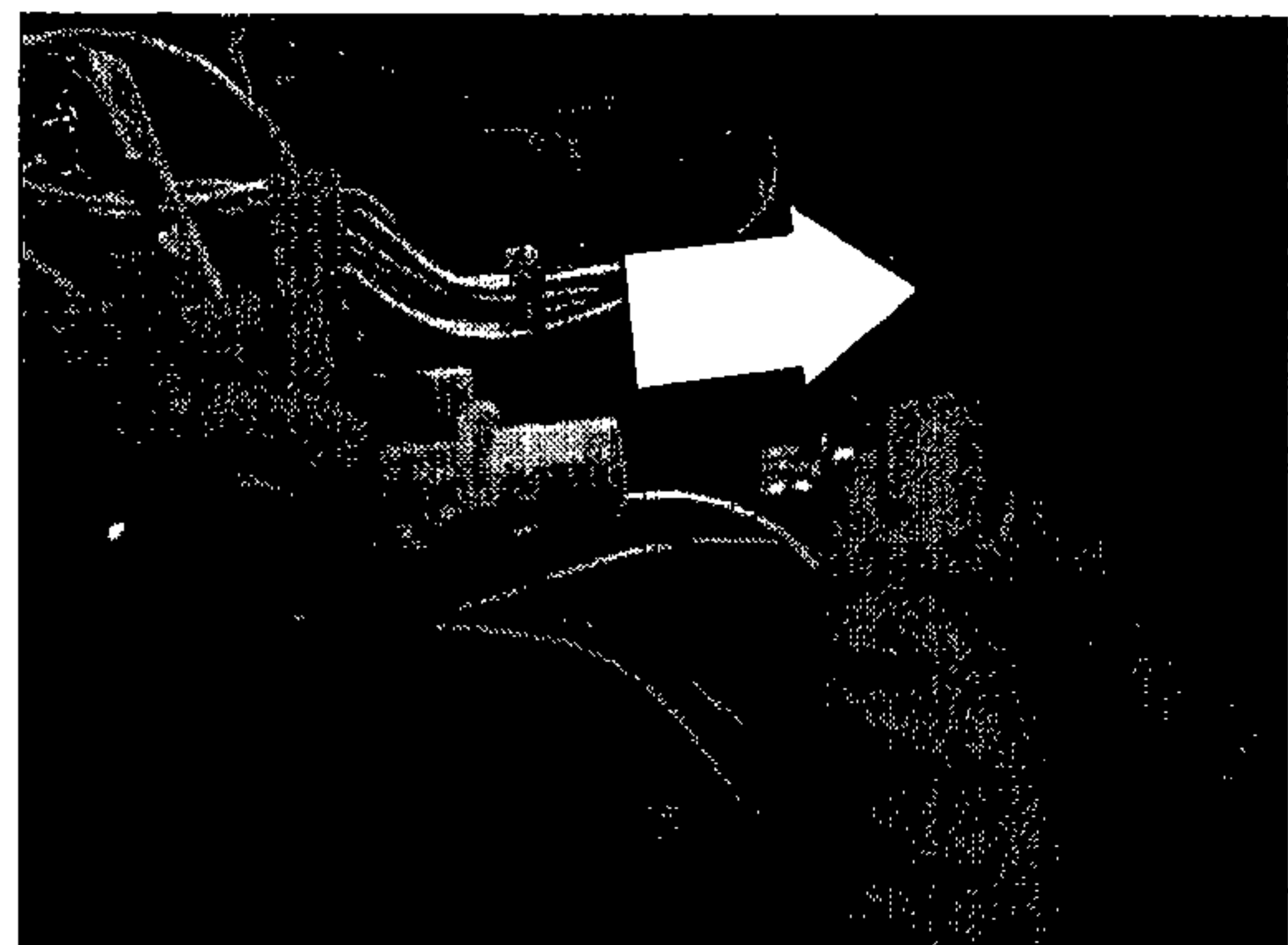
CAUTION!

- Never touch places other than those specified. Touching places other than those specified can cause electric shock and short circuit.

1. Turn off power.
2. Remove the Control Panel as per section 3.8.1.
3. Have your assistant support the weight of the Control Panel. Grasp the Switch Body and pull from its housing.



4. Remove the lamp (bulb) from the Switch Body and replace.
5. Refit the Switch Body and the Control Panel in reverse order, ensuring the wiring harnesses don't become trapped.



3.9 TROUBLESHOOTING



IMPORTANT!

- These procedures should only be carried out by QUALIFIED SERVICE PERSONNEL.

If a problem occurs, first check the wiring connections.

PROBLEMS	CAUSE	COUNTERMEASURES
When the main switch is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	AC Unit CIRCUIT PROTECTION DEVICE (ie fuse) was activated due to an instantaneous over current.	First, remove the cause of over current and reinstate the circuit protection device to its original status. Then identify the cause of the fault on the item which caused the over current & fix.
The colour image on the screen is incorrect.	Incorrect monitor adjustment.	Make appropriate adjustments. See the monitor manual
The on-screen image of the monitor sways and/or shrinks.	The power source and voltage are not correct.	Make sure that the power supply and voltage are correct.
Sound is not emitted.	Sound volume adjustment is not correct.	Adjust the volume setting on the VTS assembly. 5.2
	Malfunctioning BD and Amp.	Perform Sound Test to check it. 5.2.1.4
	Connector connection is incorrect.	Check connector connection from Base to Speaker.
Operation of STEERING WHEEL is not satisfactory.	VR position deviated.	Adjust in the test mode. 5.2.3.4
	VR malfunctioning.	Replace the VR. 3.8.1
	GEAR engagement is not correct.	Adjust the engagement of GEAR. 3.8.1.1.1
Force Feedback of STEERING WHEEL is abnormal, or it is not centring.	Failure of power-on checking procedure.	Reconnect the power, and complete the checking procedure.
	The volume is not centred.	Adjust the value in the test mode. 5.2.3.4
	VR malfunctioning.	Replace the VR. 3.8.1
Force Feedback of STEERING WHEEL is weak.	Ageing of the Force Feedback mechanism.	Reset in test mode. 5.2.3.3
GAS and/or BRAKE PEDALS do not operate normally.	The volume is not centred.	Adjust the value in the test mode. 3.8.3.1
	VR malfunctioning.	Replace the VR. 3.8.3.2
Card Read/Write unit malfunction.	See Section 3.8.2	
The FLUORESCENT LAMP (Billboard) does not light up.	FLUORESCENT LAMP needs replacement.	Replace. 3.8.4
	The connector is disconnected.	Check connector connections in the billboard case.
Interactive play is not possible.	Communication cable is disconnected.	Connect the cable.
	Cable connections are not correct.	Connect the cable correctly. 3.11.2
	Settings for communication play are not correct.	Ensure that GAME ASSIGNMENTS settings are correct. 3.11.3.1

3.10 GAMEBOARD



WARNING!



IMPORTANT!

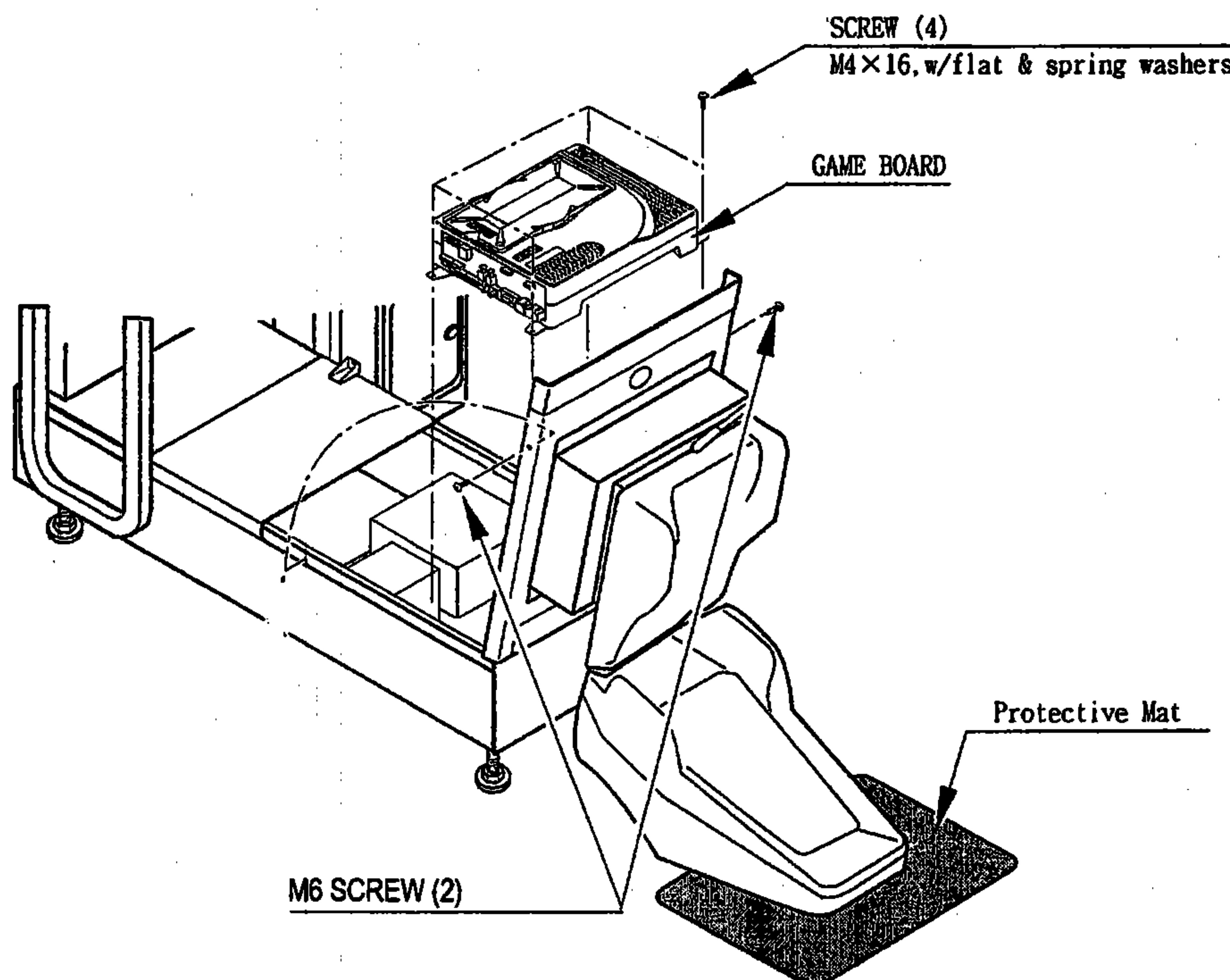
- Turn off the mains power and remove the power cord before opening the machine.

- The GAME BOARD should not require any work to be carried out upon it. All settings and tests can be achieved without access to the GAME BOARD.
- All work to be carried out by QUALIFIED SERVICE PERSONNEL

3.10.1 REMOVING THE BOARD

To return the game board for servicing, take out the board using the following procedure.

1. Turn the main switch OFF.
2. Unlock the base and remove the 2 M6 bolts.
3. Tip the seat carefully backwards as shown. Be careful not to damage the seat back when resting it on the floor. Use a protective mat under the seat back to protect it on hard floors.
4. Disconnect all connectors from the game board, remove the four screws securing the game board to the wooden base and lift it out. Do not attempt to service the game board. **THERE ARE NO USER SERVICABLE PARTS INSIDE!** Return the game board to the Service Department inside the special packaging provided.



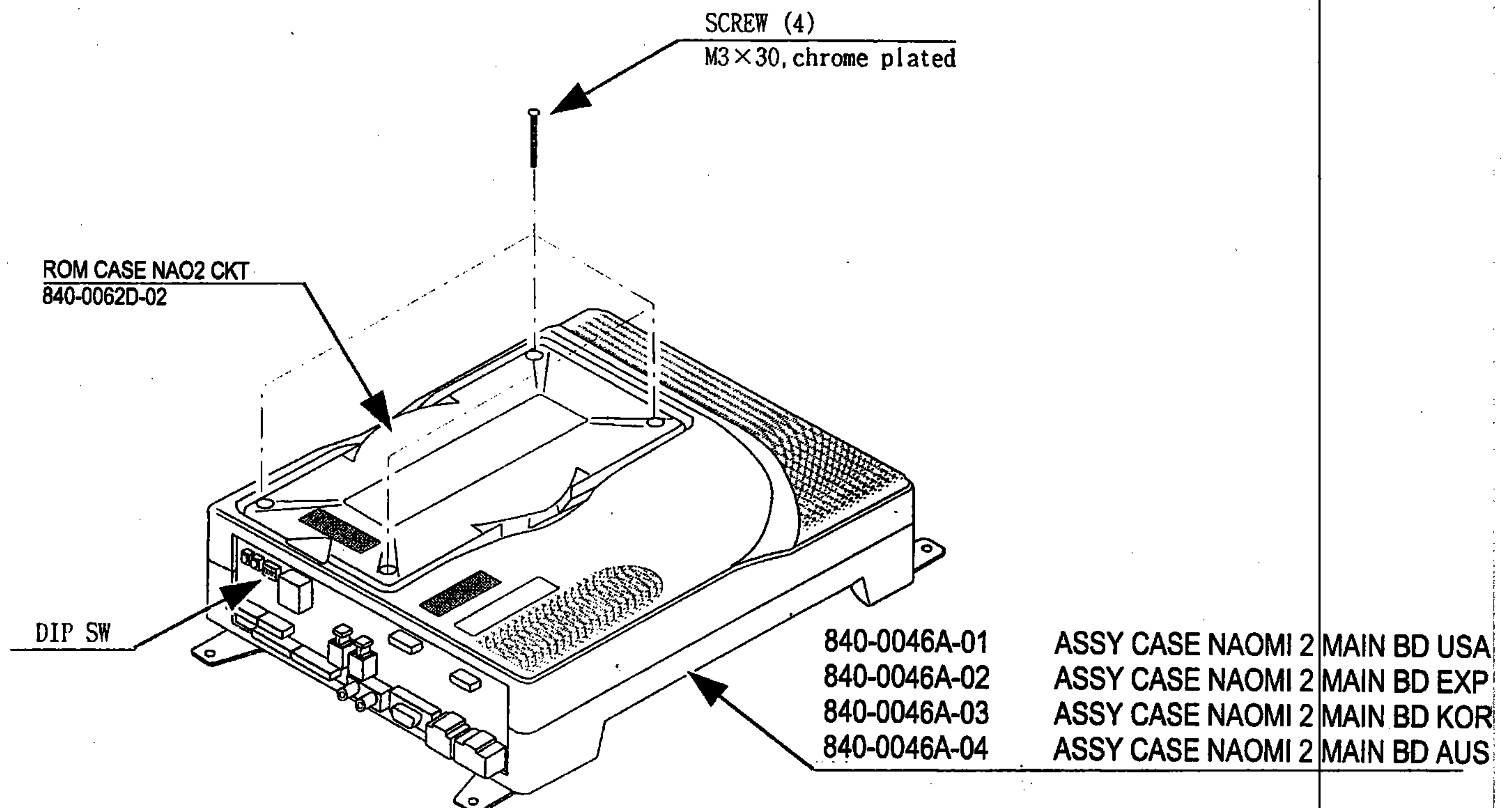
3.10.2 COMPOSITION OF GAME BOARD



WARNING!

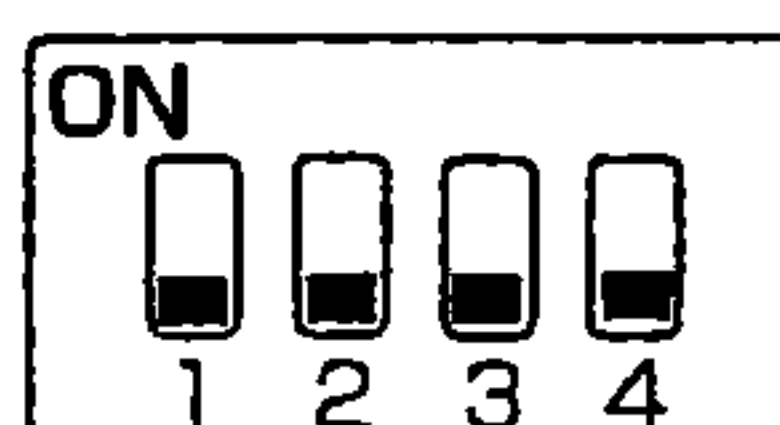
- Static electricity discharges can damage electronic parts on the IC Board. Take proper anti-static precautions before opening the Shield Case Lid and starting work. Be sure to touch grounded metallic surfaces to discharge any static electricity.
- Do not expose the Game Board so as to avoid causing an accident or malfunctioning.

840-0062D-01	ASSY CASE NAT CKT USA : USA
840-0062D-02	ASSY CASE NAT CKT EXP : OTHERS
840-0062D-03	ASSY CASE NAT CKT KOR : KOREA
840-0062D-04	ASSY CASE NAT CKT AUS : AUSTRALIA



DIP SW SETTING

In the product, set all of the DIP SWes to OFF.



3.11 COMMUNICATION PLAY



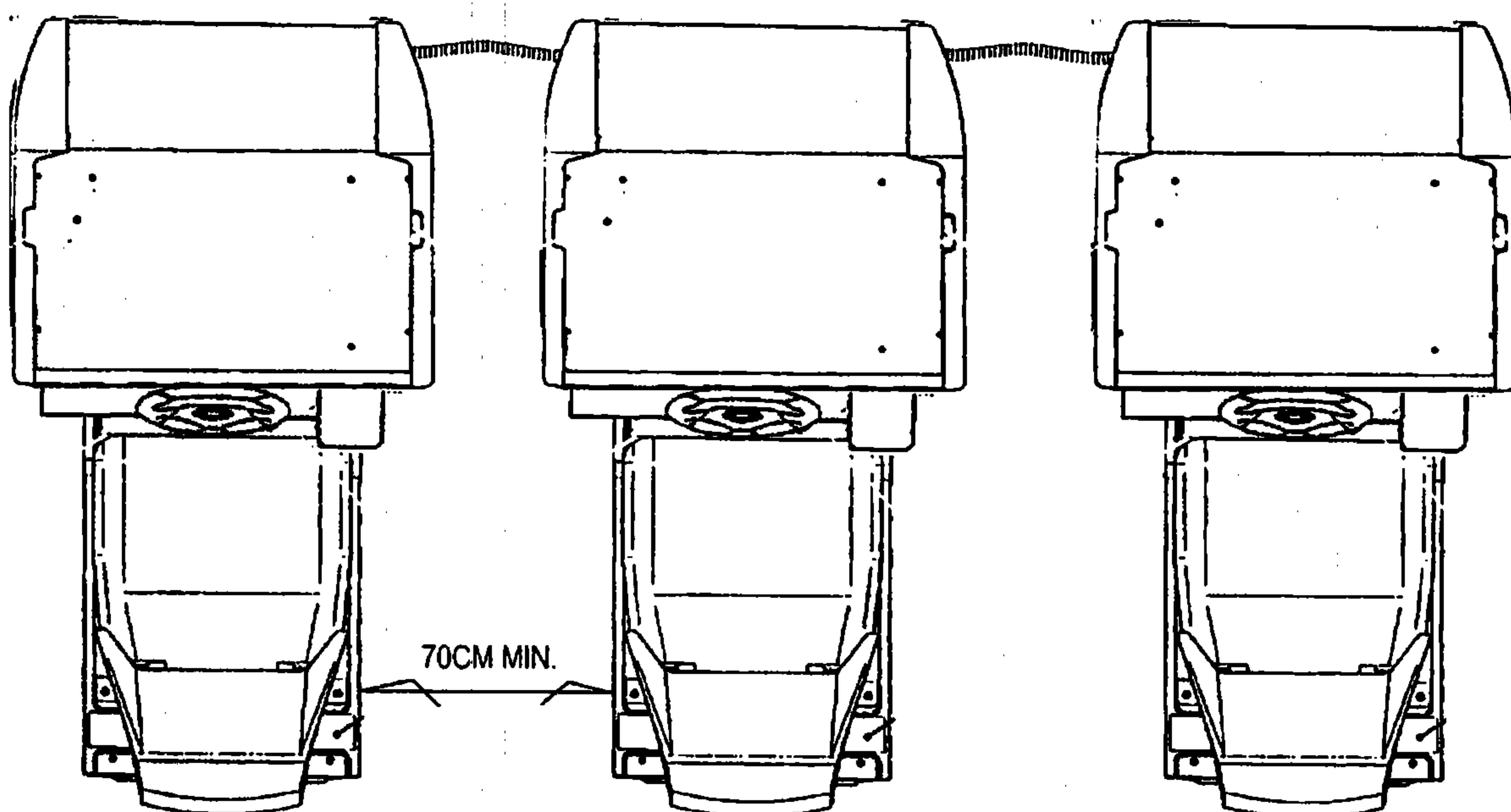
IMPORTANT!

- Linking machines should only be carried out by QUALIFIED SERVICE PERSONNEL.
- Use care to ensure wiring is not damaged.
- Do not stress/over-bend the fibre optic cables, as this will affect their performance.

Up to 8 machines can be linked together for interactive play, allowing up to 8 players to play simultaneously. Before linking be sure to check there is adequate power to supply 8 machines at once. Also ensure power is OFF to all machines being linked.

3.11.1 INSTALLATION PRECAUTIONS.

Ensure that the machines are installed with 70cm between them to allow players to get in and out of the machines.



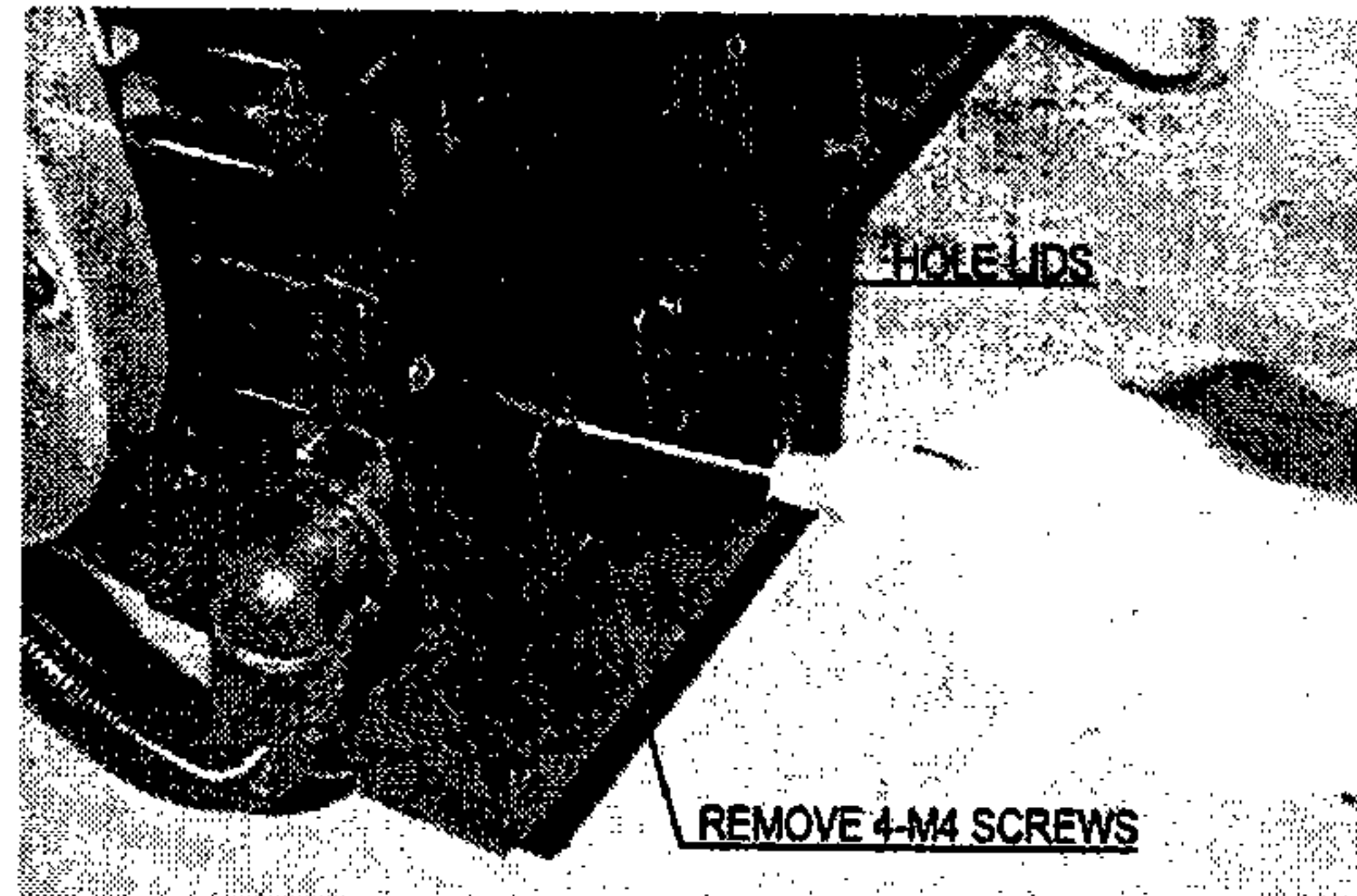
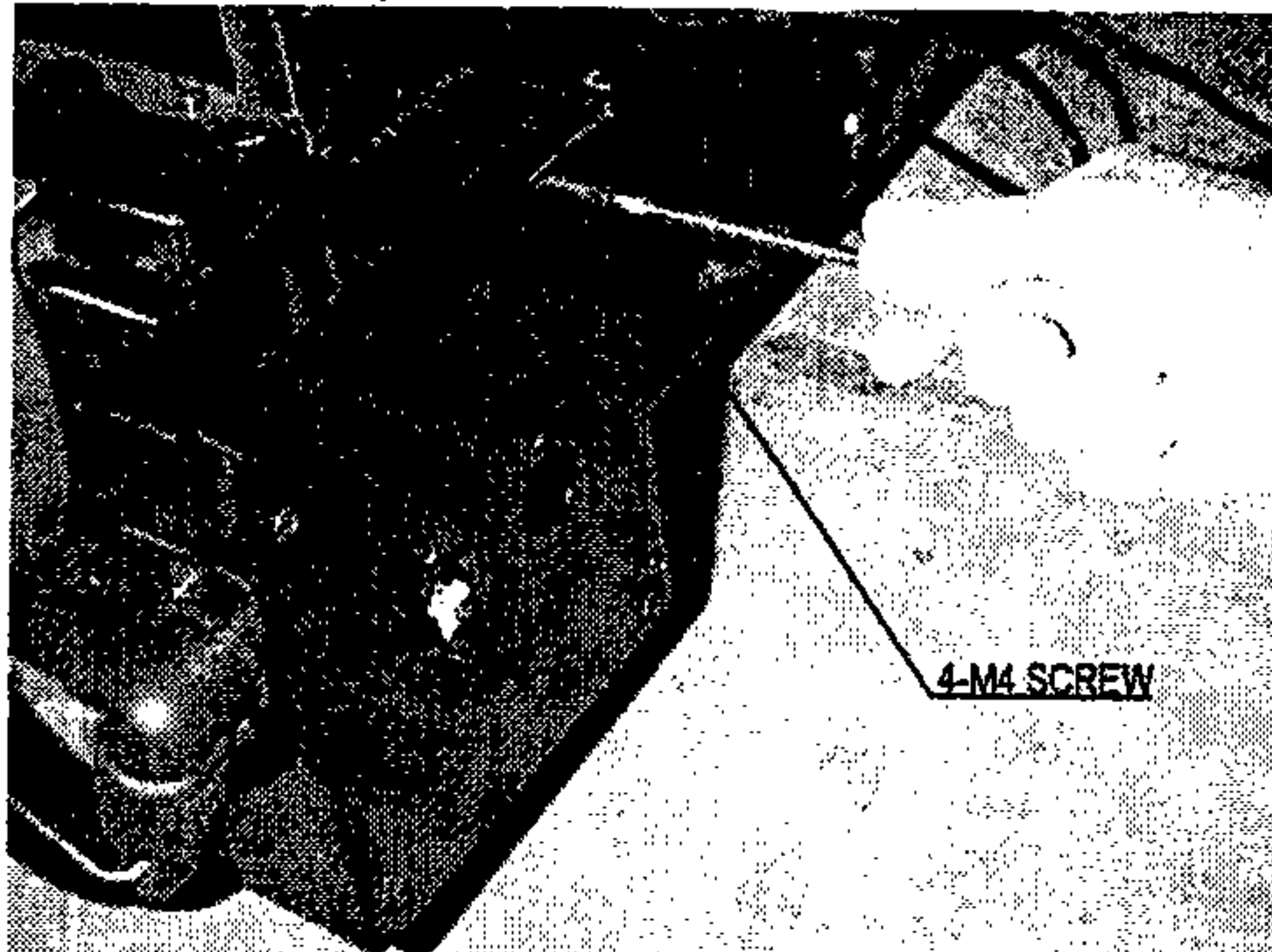
(Actual machines may differ slightly from the illustration).

3.11.2 CONNECTING THE COMMUNICATION CABLE

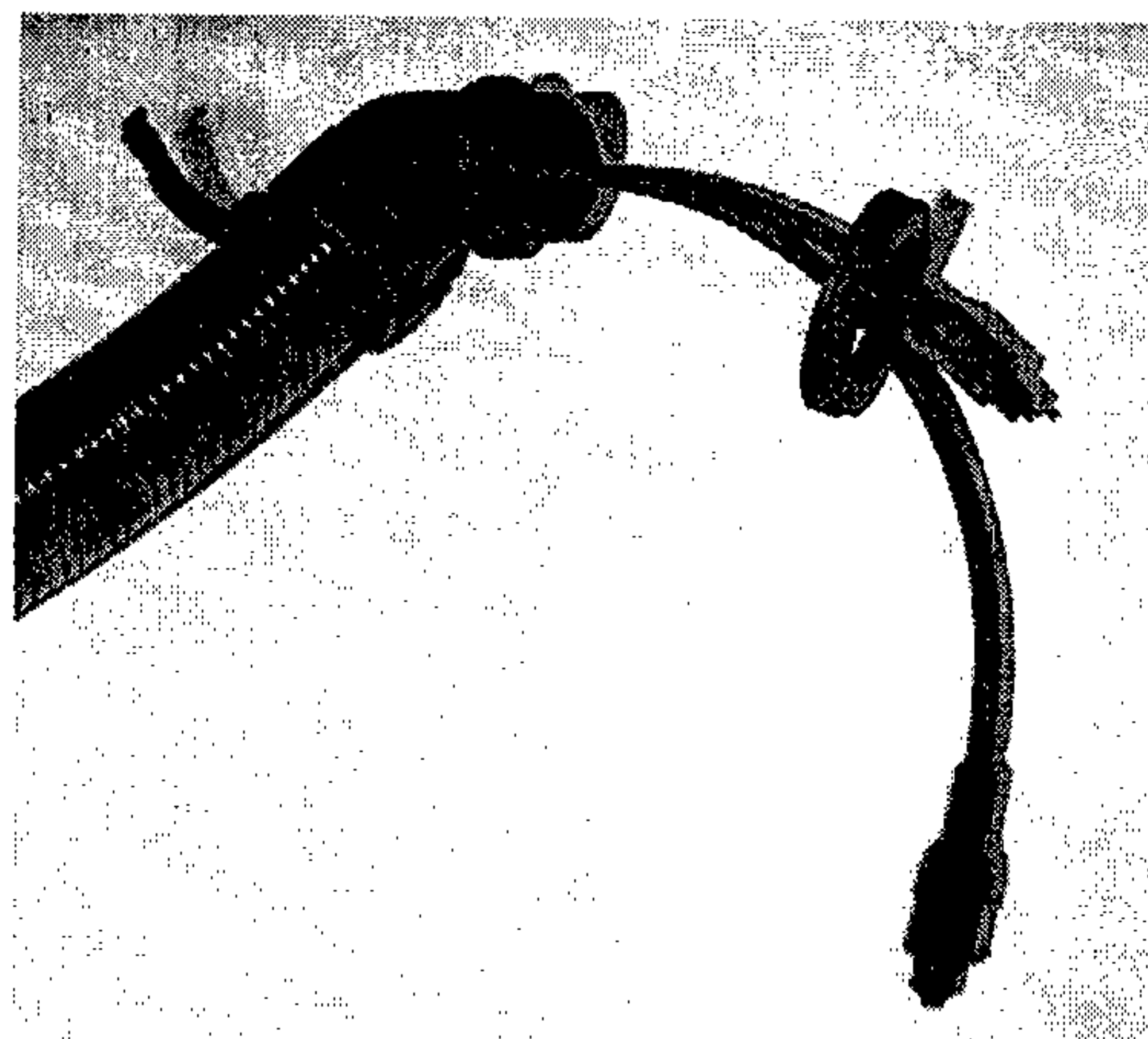
Link machines for communication play by connecting the Communication Cable to the game board of each linked machine, via the AC Lid. The wiring between the game board and AC Lid is already in place. The AC Lid is fitted with two Hole Lids, to blank off the connector holes if the linking option is not used.

The communication accessories from the Installation Kit should be prepared for use: Flex Tube, Straight Adapter (2 off), Communication Cable, and sequential Number Stickers to identify each machine.

1. On each machine to be linked, turn off the power and disconnect the IEC lead
2. Remove the AC Lid by taking out the four M4 screws. Take out the two screws holding each Hole Lid in place.



3. Attach a Straight Adaptor to both ends of the Flex Tube.
4. Pass the Communication Cable through the Flex Tube



5. Remove the Lock Nut from the Right Angle Adapter.
6. Install Right Angle Adapter into the corresponding hole in the AC Lid and tighten the Lock Nut.

